

Shareware Solutions II

An Exciting Apple II Journey Into The Future

Volume 1, Issue 3

November, 1993

Letters To The Publisher

Game Cheats

Dear Joe – Here is my favorite Easter Egg on the GS. On Zany Golf there is a secret tenth level. To get there, you must already be on the ninth level. Shoot the ball in the upper right corner on the bottom level, as close to the rat hole as possible. You must shoot the ball into the rat hole exactly when the eyes of the rat are red, which lasts only for two seconds, every twenty seconds.

There is an awesome way to cheat on Bard's Tale, but it involves killing one of your players and continuously resurrecting him or her. All you have to do is give all your gold to a single player, save the game at the guild, leave the guild, transfer your gold to another player, drop the original player with gold, enter the guild, load the same character that you dropped, and you will have literally doubled your wealth.

Philippe Benichou

Dear Philippe – Although the Bard's Tale cheat sounds confusing, by following your suggestions, it took less than 5 minutes to amass nearly 50,000 gold coins in Bard's Tale 2. Bill Heineman, the author of the Bard's Tale series of games, confirms that this method works with all versions of Bard's Tale, and suggests that it can be done over and over again, resulting in zillions of pieces of gold. He

implies that there might even be a similar, yet easier, method to increase your wealth. He also confirms that there are some other Easter Eggs to be found in the Bard's Tale series, but when queried about the other Easter Eggs, he decided that it was best to let players discover them on their own.

DeskJet 500 Update

Dear Joe – I disagree with something in Issue #2. On page 8, under "Looking Good in Print," about the DeskJet 500, you said, "When connected to a IIe or IIC, it is limited to printing text files, unless an optional Epson Emulation Cartridge is installed."

Publish It! 4 has a DeskJet 500 driver, and does not require the use of the cartridge when that driver is chosen. In fact, if that printer has been chosen and the cartridge IS installed, it won't work.

Lloyd deVries

Dear Lloyd – Thanks for that additional information. Since the last issue went to press, the "street price" of the DeskJet 500 has continued to drop, and that printer is now available for as little as \$280. Looking good in print has never been so affordable. As evidenced by several beautiful looking Apple II User Group newsletters produced using Publish It! (notably WAppleII from Western

Australia and WAUG News from Winnipeg, Canada), it appears to be a top notch desktop publishing program for the Apple IIe/IIC that is quite capable of producing desktop publishing projects that look stunning.

Disk Copying Woes

Dear Joe – I recently received some disks from you including the Sun Raycer series. My kids love them! Problem is I can't back up the Secondary Version. Both Cat Doctor (from Prosel 8) and Copy II+ V9 don't recognize it as a ProDOS or DOS 3.3 disk. I tried Manual bit copy from Copy II+ with no luck either. The disk works fine; I just can't back it up. Do you have any suggestions for parameters I might use with Copy II+ or is this truly a copy protected disk?

Rick Kreiger

Dear Rick – Although ProDOS and DOS 3.3 are the most popular operating systems in use on Apple II computers, they are by no means the only operating systems available. The disk you've been trying to copy includes its own propriety operating system, but it is not copy protected. Any standard copy program, including Copya from the DOS 3.3 System Master, System Utilities or Fast Copy from the ProDOS System Master, or Copy II+ can copy that disk. With Copy II+, just choose the disk copy option, and choose the "Copy With Format" option. 🍏

Grapevine

Shareware Solutions II

Volume 1, Issue 3

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Make all checks or money orders out to Joe Kohn. US Funds Only. Sorry, but no charge cards, purchase orders or COD orders will be accepted.

This newsletter was created entirely with an Apple IIGS. All articles written in AppleWorks v3.0. Page Layout prepared in AppleWorks GS. Printing was done on a Hewlett-Packard LaserJet IIP Plus, connected to the IIGS courtesy of Vitesse's Harmonie. The use of TrueType fonts is courtesy of WestCode Software's Pointless.

All articles written by Joe Kohn.

Apple II Forever.

AppleWorks GS

Quality Computers, the new publisher of both AppleWorks and AppleWorks GS, plans to offer, over the next year or so, several updates to AppleWorks GS. Quality is currently assembling a team of Apple IIGS programmers to work on those updates, and one of the contract programmers agreed to reveal some insider knowledge about the project to subscribers of Shareware Solutions II, on the condition that he not be identified.

Although no time frames for the updates are currently being projected, it's anticipated that there will be an update to version 1.2 within the next six months. That initial update will essentially be a "bug fix" version, whereas AppleWorks GS version 2.0 will include many new features.

In several long telephone conversations with our anonymous but reliable source, it was learned that v1.2 will be more efficient, smaller in size, and much more dependable than the current v1.1 of AppleWorks GS.

The original code for AppleWorks GS was written in Orca/M but prior to the release of the program, all the code was translated to run under MPW v2.0. That code has now been updated to run under MPW v3.2.3. In the translation, the source code has been optimized and some of the redundant routines have been removed, resulting in much faster operation.

To date, a lot of the low level drivers have been re-written from scratch and some 40

"bugs" have been eradicated. Some unnecessary code has been removed from the program, making it 40K smaller in size, and some internal functions now rely on System 6.0.1 toolbox routines, meaning that AppleWorks GS v1.2 may only operate under System 6.0.1. Additionally, it was relatively simple, according to our programming friend, to make AppleWorks GS more network friendly, and to add auto-scrolling capabilities to both the Page Layout and Graphic modules. The Communications module also now has the ability to transfer files using the Zmodem protocol.

Pricing for the updates hasn't yet been set, but Quality is considering offering two different upgrade paths. They are considering offering v1.2 for \$20 and v2.0 for \$75, or for an \$80 advance payment, those who prepay will get both planned updates. Details, undoubtedly, will be given in a future issue of Quality Computer's own II Alive magazine.

Bug Busting

It's long been rumored that AppleWorks GS v1.1 contains more than 100 "bugs". One of those bugs just bit your humble publisher.

After WestCode Software's HardPressed was released, I installed it on my system, and discovered that I was no longer able to use the "Fit In Window" option in the Page Layout module of AppleWorks GS. As soon as HardPressed was removed, that function worked just fine. Suspecting therefore that HardPressed caused the problem, I contacted both WestCode Software and the

program's author, Andy McFadden. Upon describing the problem, both responded that they couldn't duplicate it. A description of the problem was also posted on several of the online services, and 90% of all who responded said that they couldn't duplicate the problem either.

Suspecting, therefore, a possible hardware problem with my computer system, I visited a friend who has two IIGS systems, and we were unable to duplicate the problem on either of his machines. HardPressed and AppleWorks GS seemed to work just fine for everyone, except for me and for two others who could duplicate the Fit In Window problem.

Desperately needing the additional hard drive space that HardPressed would give me and desperately needing the Fit In Window option in AppleWorks GS Page Layout module, I was determined to find the cause of the problem. Going into my Sherlock Holmes mode, I realized that I had AppleWorks GS configured so that several of the modules were pre-loaded. I called back my friend to ask whether he had any of the modules configured to pre-load. He replied that he hadn't. Bingo!

Calling WestCode and sending an electronic email message to Andy McFadden, we soon learned that AppleWorks GS pre-loading options contained an obscure "bug" that only seemed to appear after HardPressed was installed.

The upshot of this story, of course, is to warn subscribers who use AppleWorks GS to not pre-load any of the modules. If

that bug bit me, it could bite you too, especially, when you least expect it. Be safe and do not pre-load any AppleWorks GS v1.1 modules.

Ultima 1

At the 1992 KansasFest Developer's Conference, one of the most talked about new programs was a IIGS version of the ultimate Apple II role playing adventure game – Ultima1. Running under GS/OS, Ultima1 had been completely redone and included pull down menus, digitized sounds, synthesized music and super hi res graphics.

After seeing that game, both Big Red Computer Club and Softdisk Publishing tried to license the game from Origin Systems, so that they could sell the updated version to Apple IIGS owners. More than a year of unreturned phone calls went by. Finally, the programmer of the GS/OS version of Ultima1 was successful, and by the time you read this, Ultima1 for the IIGS should be for sale by Parsons Engineering. The programmer, of course, is none other than Bill Heineman. For additional information, contact:

Parsons Engineering
5010 Rimhurst Avenue
Covina, CA 91724
818-966-5538
818-966-5701 (FAX)

Helium Balloons

The newest Apple II oriented newsletter – Helium Balloons – has recently gone to press with Issue #1, and it looks like a clearcut success.

Published by long time Apple II journalist Phil Shapiro, Helium

Balloons is directed towards computer using educators, and provides a lot of computer related and general educational information for teachers, school administrators and computer lab instructors.

Helium Balloons is a disk based publication, and the premiere issue arrived with three 5.25" Apple II disks and a 16 page printed newsletter. All of the articles found in the paper based newsletter are also included on disk, but there are many additional articles on disk that, if included in the newsletter, would increase the size to upwards of 75 pages. There's a lot of information included in Helium Balloons.

There are numerous and diverse articles including an interview with the founders of The National AppleWorks User Group, a tutorial for computer novices about using the Apple II ProDOS System Utility disk, a bibliography on community service, and an article that describes ways to get children excited about using a modem. There is also a plethora of reviews of educationally oriented books and magazines, and reviews of Apple II educational software. There are articles about adult literacy and one on the educational merits of the game of chess.

There's also a disk devoted to Evan Day's wonderful Apple IIe/IIf shareware program Sokoban, a game of logic puzzles. Shapiro has even included detailed instructions on how to create additional Sokoban levels and puzzles.

Scheduled to be published 5 times per year, subscription rates are \$35 per year for

delivery within the US, \$40 for delivery to Canada, and \$50 for overseas air mail delivery. There's even a Macintosh version of Helium Balloons available.

Demonstration disks of either version of Helium Balloons can be obtained by sending five first class postage stamps to Phil Shapiro. Contact him at:

Balloons Software
5201 Chevy Chase Pkwy NW
Washington, DC 20015-1747
201-244-2223

DuelTris Easter Egg

Computer programmers just love to insert hidden messages (Easter Eggs) into their programs. To date, there are three discovered hidden messages in Steve Chiang's IIGS shareware smash hit game DuelTris.

Two of them can only be found by examining the contents of the DuelTris file with a sector editor. One of the messages thanks Ian Schmidt and Tim Meekins for their stupendous contributions to the Apple IIGS. The other message that is only viewable with a sector editor states, "Only lamers use sector editors."

Most Easter Eggs can be activated by holding down certain sequences of keys from the keyboard, and DuelTris has a few of those as well. They were created by Dave Seah, the artist responsible for all of DuelTris' beautiful art work. To uncover Seah's moving tribute to Steve Chiang entitled, "Cyberpunk Free Narrative", hold down the Shift key while accessing "About DuelTris" from the Apple Pull Down menu, and

when you're done reading that, hold down the Control key and access "About DuelTris" a second time.

Pedigree II

Bright Software has recently released Volker Herrmann's Pedigree II, a sophisticated desktop based IIGS genealogy program that will assist IIGS users who want to use their computer to help keep track of family roots and ancestral data. Employing the familiar IIGS super hi res screen with pull down menus, Pedigree is intuitive to use and even permits the inclusion of scanned photographs into family trees. Pedigree II follows the LDS developed GEDCOM rules of genealogical standards. There is also a German language version of Pedigree II available - Stammbaum II.

The cost of Pedigree II is \$40.00, with special school pricing and site licenses available. The cost of Stammbaum II is DM 70. Both versions require System 6.0 or later and at least 1.5 megabytes of RAM and one 3.5" disk drive. However, 2 megabytes of RAM and two 3.5" disk drives or a hard disk are recommended.

A demo version of Pedigree II or Stammbaum II is available directly from Bright Software for only \$3.00 in cash. The Pedigree demo is available for downloading from GENIE's A2 library, where it is found as file #21410. For additional information, contact:

Bright Software - Europe
c/o Henrik Gudat
Missionsstr. 38/1
4055 Basel
Switzerland

or contact:

Bright Software - USA
P.O. Box 120
Exeter, ME 04435-0120

User Group Locator

Numerous subscribers have suggested that an up-to-date listing of local Apple II user groups be included in a future issue. That's unnecessary, as Apple Computer Inc maintains a list of all Apple II User Groups, and will provide contact information to people who call their toll free User Group Locator service. That phone number is 1-800-538-9696 ext. 500. Anyone who is not currently a member of a local user group is strongly encouraged to join one.

Reward Offered

In one of the last Grapevine columns that appeared in inCider/A+ magazine, I recommended that Apple II owners should write to Broderbund Software to suggest that they create an update that would offer support for Hewlett-Packard DeskJet and LaserJet printers for the various Apple II and IIGS versions of The Print Shop. Those who did write received a form letter stating that Broderbund did not consider it to be financially feasible for them to invest the resources necessary to provide such an update.

For that reason, Shareware Solutions II is offering a \$100 cash reward to the first Apple II or IIGS programmer who can provide a freeware or shareware solution that will allow Print Shop generated letterheads, greeting cards and signs to be printed to DeskJet and LaserJet

printers.

Apple II and IIGS owners who purchase DeskJet 500, DeskJet 550c, LaserJet and LaserJet compatible printers are just thrilled with them, except for the fact that they cannot be used with The Print Shop. If Broderbund refuses to update everyone's favorite Apple II software package, then we just have to take the matter into our own hands.

Consider this to be an open ended contest with no rules, no

conditions, no guidelines and no strings attached.

Corrections

In Issue #2, in the item about Focus Hard Cards, there were actually several typos. Those hard drives are currently available only in 40, 80 and 120 megabyte configurations. Here is the correct prices for Focus Hard drives:

The retail price of the 40 megabyte hard drive is \$349.
The retail price of the 80

megabyte hard drive is \$449.
The retail price of the 120 megabyte hard drive is \$549.

The special Such A Deal Price is \$296.65 for the 40 megabyte hard drive, \$381.65 for the 80 megabyte hard drive, and \$466.65 for the 120 megabyte hard drive.

Additionally, the correct telephone number for the BBS that is maintained by the Disabled Children's Computer Center in Berkeley, CA is 510-841-5621. 🍎

All About The Internet

The Super Data Highway

Tens of thousands of computer systems in more than one hundred countries are currently connected to The Internet, a government subsidized not-for-profit computer network that allows several million people around the globe to telecommunicate with each other.

One of the computer world's best kept secrets, the Internet is the most recent upshot of the concept of the global electronic village and it has taken a giant leap forward in recent years. The dream and promise of the Information Age should be fully realized by the turn of the millennium, when everyone will have instant access to nearly any information they desire. Those who currently access the Internet are at the forefront of that Information Revolution, as they are already driving down a super data highway that provides access to the total accumulated knowledge of all mankind, and for them, it's all just a few keystrokes away.

The Internet has roots going back to 1969, when the US Department of Defense set up the ARPANET as a computer network to link the different branches of the military with researchers and defense contractors. In the early 1980's, Ethernet Local Area Networks started appearing, and universities and corporations now had a way to link all their various computers into a single network. Most of these local networks were run under the UNIX operating system, as was the ARPANET. Then, in 1983 the National Science Foundation decided to build its own national network, which it based on the ARPANET technology, and that NSF network evolved into today's Internet. Linked together by special telephone lines that transfer data at an astonishing 56,000 bits per second, the Internet was born as an outgrowth and marriage of the military and research establishments, yet the Internet was eventually opened up to the public, and it has been growing

and flourishing ever since. Current estimates put the number of those with access to the Internet at between 2 and 20 million people.

Once connected to the Internet, it's possible for an Apple II user in San Francisco to send an electronic mail message to a friend in Santa Fe, Switzerland, Singapore or Sydney and to get a reply within minutes. It's also possible to get Apple II online help, technical support, and to download thousands of Apple II shareware and freeware software titles. Once connected to "the net" it's easy to conduct online menu driven searches of Apple Computer's technical database, engage in real-time conversations with fellow Apple II users from around the world, search the Library of Congress catalog, download entire books that are now in the public domain, search the CIA Fact Book, download nearly every lyric for every song ever written, log onto a National Science Foundation Cray computer, read the news, search the

Reader's Guide to Periodical Literature, access NASA's SpaceLink BBS containing 2 gigabytes of space program data, or connect to the Jet Propulsion Lab's or NASA's Ames Research computer and download the latest radar mapped images from Venus. All of that is already a reality for millions of people, and for many of them, all it takes is for their modem to make one local phone call. For those connected to the Internet, the Information Age isn't just another buzzword; it has already arrived.

Yet the Internet is one of the most misunderstood systems in the world, and it can be quite intimidating for the novice user. In fact, it isn't a system like the commercial online information networks or like a local Bulletin Board System (BBS). The Internet has no central location; it consists of tens of thousands of linked computer systems that all operate a little differently. The Internet is, in fact, a super computer network of networks, connecting together universities, research facilities, corporations and individuals. Many millions of people already depend on the Internet to do research, to communicate with friends and colleagues, to read current movie reviews, to play chess and role playing games with electronic friends who live 10,000 miles away, and to stay abreast of the latest developments in the Apple II world.

It's unlike anything you've ever seen before; long time users of the Internet like to joke that the only rule that governs the Internet is that there are no rules. There are, of course, network protocols that must be followed in order for thousands of non-compatible computers to

successfully link up with each other, and individuals connected to the Internet need to exercise a certain degree of "netiquette" in order to insure world wide friendly participation and cooperation. The Internet, though, is so huge and so much information is stored on computers connected to the Internet that even long time users of the Internet often don't realize how large and comprehensive the Internet is, and novices can't quite grasp the concept of how it's possible, through a local phone call, to access a world-wide data highway linking Apple II's and mainframe computers, universities and military facilities, corporations and individuals.

Dialing For Data

There are many different ways to access the Internet, and some methods provide higher levels of access than others. Many people access the Internet for free, while many others pay a flat monthly fee of as little as \$15 or \$20 for complete dial up access. Complete, direct and free access to the Internet is often available to employees of high tech corporations and to university employees and students. Some access "the net" by using a terminal in the computer lab at school, while corporate employees and those in the military often access the Internet from their desktop PC or workstation. Others may use their Apple II to dial into their school or corporate mainframe. Ironically, there are also many who already have complete access to the Internet, but don't even know it.

For those who cannot access the Internet from work or school, there are several alternative

methods available, including Freenets, local BBS's and through a growing number of Internet Service Providers. Please consult the Internet reference section for specific information about how to get additional information that will allow you to make one of these connections.

Freenets are amazing phenomena that are often referred to as Public Access Unix Systems. The first of these free computer networks was the Cleveland Free Net, which is operated as a public service by Case Western University, and can be accessed from terminals set up in several Cleveland, Ohio libraries, or by remote dial up access via modem. Other public access Free Nets currently exist in Vancouver, Denver, Peoria, Cincinnati, and Youngstown, Ohio, and many more are expected to go online soon. Equipped with a modem, anyone can get complete Internet access by logging on to one of the Free Nets.

Freenets generally provide several areas online that are of interest to those in the local area, such as electronic access to local news stories and information about local activities. There are also generally message bases that resemble areas on local BBS systems, where neighbors share restaurant reviews and discuss local cultural activities. Freenets differ from other BBS's by providing a direct access to the Internet, allowing registered users to send/receive email anywhere in the world, and by providing access to the entire suite of Internet tools and programs that allow remote log ins, database searches, and file transfer capabilities.

Many millions of people also have access to the Internet by dialing a local BBS that, in turn, is connected to the Internet. The Apple II based ProLine BBS network, with over 100 sites in the USA, provides callers with an indirect link to the Internet, as does the Apple II based FutureNet BBS and the MS-DOS based Waffle BBS System.

Each Proline, FutureNet and Waffle BBS site is set up and works a little differently, but most of these systems offer features found on most local BBS's, including message bases and file transfer libraries, but where they differ from local BBS's is that they also offer some degree of Internet access. In order to provide that access, they generally collect all the Internet email and messages and once per day forward those messages by dialing into a system that is directly connected to the Internet. What that means, in essence, is that there can be up to a 24 hour lag between the time an Internet email message is written and when it arrives at its destination. Calling a local BBS that provides access to the Internet, therefore, is not quite as efficient as having direct dial up access but, for the most part, this type of access is totally free of any charges.

For those who don't have any other means of gaining access to the Internet, there are also a growing number of Internet Service Providers (ISP) that will provide full and total Internet dial up access to the public for a fee. Many of the ISP's charge a flat rate of as little as \$15 or \$20 a month, but in return provide unlimited direct access to "the net". With that direct

access, electronic mail can speed its way around the world in 10 or 20 seconds, and files can be transferred at similarly blazing speeds. Additionally, those who dial up and get a "direct connect" to the Internet have access to all that the Internet has to offer.

A new trend is also developing that may make it very convenient for those who already use the commercial online networks to gain access to the Internet. The Well (415-332-4335), a relatively small regional online network that is based in the San Francisco Bay Area, started offering complete dial up Internet access in 1992, and Delphi (800-695-4005), another one of the commercial online services, started offering complete Internet access in 1993. It is postulated that the other online networks are not far behind in offering complete access to the Internet. The word on the net is that the Byte Information Exchange (BIX) will soon be offering its subscribers full net access, and it's probably only a matter of time before America Online, CompuServe and GEnie proceed to offer similar access.

Internet Email

With tens of thousands of computer networks already connected to the Internet, the single most common activity is for users to send electronic messages, called email, to others. That has become so popular that all of the large subscription based online information services, including America Online, CompuServe and GEnie, now provide an "email gateway" to the Internet, making it possible to send messages from one system to

another. All systems on the Internet have a unique name and number, generally referred to as its domain address, that include all the information necessary to speed the electronic messages around the globe. Subscribers on those online systems now have the ability to send and receive email anywhere in the world. Yet, as popular as email is, that is just one small aspect of being connected "to the net".

A Global BBS

Once connected to the Internet, it's possible to access the Usenet, a worldwide BBS, with over 3,500 special interest groups, called in net parlance, newsgroups. There are a number of major newsgroups specifically devoted to the Apple II:

comp.sys.apple2 contains a message base filled with hints, tips, information, conversation, Apple II news, and questions and answers shared by the thousands of participants.

comp.binaries.apple2 contains a large library of downloadable Apple II shareware and free-ware software.

comp.sources.apple2 contains Apple II source code that is of interest to programmers.

comp.sys.apple2.gno contains a message base pertaining to Procyon's GNO, a UNIX-like shell for the Apple IIGS.

alt.emulators.ibmpc.apple2 contains a message base pertaining to MS-DOS based programs that emulate the Apple II.

comp.sys.apple2.comm contains a message base about telecommunications, including infor-

mation about BBS's, online services, telecommunications software, networks, and cross-platform connectivity.

comp.sys.apple2.marketplace is an area that contains lots of ads offering to buy, sell and/or trade Apple II hardware and software.

comp.sys.apple2.programmer is an area that contains a message base devoted to Apple II programming languages, programming issues, Operating Systems and computer system architectures.

comp.sys.apple2.usergroups is an area that contains a message base about Apple II user groups from around the world.

Additionally, there are newsgroups that focus on jokes, current events, politics, movies, music and other forms of popular culture. In the Apple II oriented newsgroups, there are currently active participants from the United States, Canada, France, Switzerland, Finland, Germany, Singapore, Australia and New Zealand.

If no other method is available, it's even possible to access and take part in comp.sys.apple2 via email. To do that, just send an email addressed to info-apple-request@apple.com and request to be included in the INFO-APPLE mailing list. Beware, however, that if you do subscribe to comp.sys.apple2 from one of the commercial online services, such as America Online, CompuServe or GEnie, you will soon suffer from an overload of information, as 100k, or more, of valuable information will flood your email mailbox on a daily basis.

All The News

If you do have an account on a system with a direct connection to the Internet, you'll need to invoke your newsreader software to take part in Usenet newsgroups. To do that, you'll generally need to issue what is known as the shell prompt; on most Unix based systems, that is the "!" symbol, and on VAX based systems, it is generally the "%" symbol (Without the quotes). On most Unix and VAX based systems, Internet commands start with the shell prompt symbol, followed by the actual command, although on some systems the shell prompt is not required and the command is all that is needed. Since there are many different types of computers connected to the Internet, there is no one common set of commands, although they are generally quite similar on different systems. As a matter of fact, there are even many different newsreaders but the two most common ones are named "rn" and "nn". When accessing the Usenet for the first time, you might issue the "!rn" command, or "!nn" or even "%rn". Fortunately, a built in help system exists on most systems and online manuals are available. Depending on your system, you might type "!h", "%h" or "!help" for help, or "man", "!man" or "!manual" to see the entire instructional online manual. One of those resources will tell you how your particular system works; if you're having difficulty understanding how to get started, ask your system administrator for specific information about how your system works.

The first time a Usenet newsreader is used, a 10 to 15

minute session ensues, during which time you'll be shown a listing of the more than 3,500 newsgroups available, and you'll be able to pick and choose which ones you want to participate in. At the beginning, don't overdo it and subscribe to all the groups that strike your fancy, or you'll spend your entire life in front of your computer terminal. Netiquette also dictates that you spend some time reading the newsgroups before posting questions or observations. Although it's not necessary, if you dial in to a public access Unix system, you might also want to set up terminal emulation for VT-100.

Once you have access to comp.sys.apple2, be on the lookout for the monthly edition of the Frequently Asked Questions (FAQ) file. Most Usenet newsgroups enlist volunteers to update their FAQ file each month, and that FAQ file contains a wealth of current information about the Internet and about the Usenet. The comp.sys.apple2 FAQ also contains detailed information about the Apple II computer in general, and contains information and hints and tips related to using an Apple II on the Internet. It also offers a list of computer systems that contain Apple II related materials and describes how to access and retrieve that material.

People who subscribe to the various comp.sys.apple2 newsgroups are generally eager to help net newcomers and the scope of online discussion is far ranging and informative. Quite often a newcomer will ask a question and 20 or more replies are generated. While I was researching the Internet, many

subscribers to comp.sys.apple2 came forth offering assistance and advice on how to make the Internet a more user friendly environment. As an example of the global cooperation, a general question was posted that asked people to send email that described interesting databases they had accessed on the Internet. Within 24 hours, over 500K of information was received, describing how and where to download the completed works of Lewis Carroll, how to access a European database that contained all known surviving written materials pertaining to the years 800-1200 AD, how to tap into NASA's computer systems, and where to find the lyrics to every Beatles song ever written. Those who have gone before and discovered the wonders that exist on the Internet are only too eager to tell you what they've discovered and will eagerly tutor you on the tools available that will help you to tame the Internet.

Surfing The Internet

With complete access to the Internet, a number of different tools and programs are available to help navigate through the Internet and to help search for and retrieve information from the online libraries and databases. Not all tools are available to all users, but some of the most common and useful tools are FTP (File Transfer Protocol), which allows large files and programs to be quickly transferred to your computer, IRC (Internet Relay Chat), which allows people from all over the world to meet in a common area at the same time to converse with each other by typing on the keyboard, Archie and Gopher, which allow you to

search for information that's contained on remote online databases, and Telnet, which allows you to connect to, and work on, remote computer systems.

File Transfer Protocol

Using the Internet's File Transfer Protocol (FTP) is as easy as typing `!ftp` or `%ftp`. Once that command is invoked, you'll then have the opportunity to anonymously open a connection to a remote computer, have the ability to scan the directories for downloadable files, and to then transfer those files to your terminal or to the public access system you use. With FTP, it doesn't really matter if the computer you connect to is located in the next town or across the ocean. One of the largest and most popular FTP sites for Apple II users is located at Cal Tech in Pasadena, CA. Once connected to an FTP site, you'll log onto the system by typing "anonymous" at the login prompt, followed by typing in your actual email address at the name prompt. Once connected to a remote computer system via FTP, navigation commands that resemble MS-DOS commands need to be issued. As an example, all of the Apple II downloadable files on the Cal Tech computer are stored in a directory named `pub/apple2`. To access that area, just issue the change directory command (`cd pub/apple2`) and then issue the dir catalog command. Once you see a file that you'd like, such as the latest `faq.txt` file, issue the "get `faq.txt`" command, and in a matter of seconds, that file will be transferred to your personal file area on your Internet host

computer system.

If using FTP to transfer actual software programs, as opposed to text files, you'll need to first invoke the "BIN" command just prior to issuing the "get" command. Additionally, all Apple II programs available via FTP have been processed through two different Apple II utilities: `ShrinkIt`, which compresses them in size, and `BinScii`, which allows shrunk files to traverse the network intact. So, any Apple II user planning to use the Internet's FTP capabilities needs both `ShrinkIt` and `BinScii`. Fortunately, for net newcomers, both those files can be found at virtually all Apple II oriented FTP sites, in a form that can be transferred as unencoded text files which can then be reconstructed by using the `AppleSoft Basic EXEC` command.

There are many FTP sites open to the public, and many different types of files, both computer related and non-computer related, that are available. It is through FTP that one can access the Gutenberg project at the University of Indiana and download the entire text for *Moby Dick* or *Alice in Wonderland*, or connect to NASA's Ames facility and transfer to your host system megabyte upon megabyte of digital scanned photographs from the Voyager missions.

Even without a direct connection to the Internet, it's possible to use FTP via an email gateway. `FTPMail` is set up and run as a public service by Digital Equipment Corporation. You can get more information about `FTPMail` by sending an electronic mail message to

ftpmail@decwrl.dec.com and by including the word "help" in the subject line. By return email, you'll receive complete and detailed instructions.

As an indication of just how well global Internet cooperation can work, more than 50 Apple II Internet enthusiasts donated \$20 each during the summer of 1993 to cooperatively purchase a 1 gigabyte hard disk drive that will be used exclusively for the archiving of Apple II freeware and shareware. That huge hard drive will be set up at Iowa State University (FTP to grind.isca.uiowa.edu) and will serve as the central FTP distribution center for Apple II freeware and shareware on the Internet. Best of all, anyone that has FTP or FTPMail access will be able to freely access that hard drive with absolutely no restrictions. By the time you read this, that hard drive should be installed and accessible.

Telnet Remote Access

Like FTP, Telnet allows you to connect to other computer systems on the Internet, but it also allows much more than just simple file transfers. Telnetting into a remote computer allows you to perform work on that remote computer just as if you were sitting at a terminal connected to that system. Many systems that provide a Telnet connection are quite user-friendly, with extensive online instructions available, and most options are available from a menu. Using VT-100 terminal emulation with Telnet will generally allow you to choose menu options using your arrow keys. It's now possible to Telnet into such varied systems as NASA's

SpaceLink BBS to get information about upcoming Space Shuttle missions, the National Educational BBS to talk about educational issues with other teachers, and the Federal Information Exchange BBS to get information on college scholarships and financial aid. Using Telnet, it's also possible to search thousands of online databases or to search through hundreds of online library catalogs.

Search Tools

The information stored on various systems connected to the Internet is so voluminous that it's often overwhelming and quite often it's not that easy to find the specific information you want. For that reason, the Internet also makes available, through Telnet, a computerized search utility named Archie. To use it, you Telnet into an Archie site and conduct an automated search by entering a keyword or a specific file name. You'll quickly learn exactly where on the Internet the information you seek is stored.

As the Internet grows, new tools and database search utilities are constantly appearing. The most amazing and efficient search tool available is named Gopher. In a sense, Gopher combines Archie, Telnet and FTP into one easy to use utility. Type "!gopher" or "%gopher" or Telnet into a Gopher server and a menu appears. You can then choose items from that menu or you can access a Gopher sub-menu for the even more sophisticated WAIS (Wide Area Information Servers), a utility that conducts customized keyword searches. As an example of how WAIS works, you could type in several words

from a song's lyrics and within seconds you'll be able to display that entire song's lyrics. An even newer search facility, veronica (very easy rodent-oriented net-wide index to computerized archives) has just been introduced and that seems to work even faster than WAIS. No matter which search utility you use, information stored on the Internet is getting easier and easier to find.

Real Time Chat

All work and no play can quickly get tedious, so make sure to pay a visit to IRC (lirc or %irc) for some conversation, in real time, with people from all over the world. Using IRC is like being involved in a telephone conference call, except all conversation is typed from the keyboard. If you have an interest in the Apple IIGS, make sure you "/join #AppleIIGS" to meet and type with others who share some of your interests.

The Future Is Now

The Internet is an exciting adventure, and whether you own a computer for fun or business, for education or research, access to the vast amounts of information on the Internet may be the very reason you purchased your computer. If you don't yet own a modem, they have dropped so much in price that you just can't afford not to own one anymore. Once you are equipped with a modem and access to the Internet, your world is going to change dramatically. Not only will you make friends with people from all over the world but you'll be on the cutting edge of telecommunications technology, and have nearly instant access to any type of information you

could possibly imagine. Soon, people without an account on the Internet may be considered

impoverished as they won't be able to take part in the Information Age. Don't let that

happen to you! You owe it to yourself to experience the Internet. 🍏

Internet Resource Guide

Books and Magazines

☛ The best and most comprehensive book about the Internet is Ed Krol's "The Whole Internet User's Guide and Catalog", published by O'Reilly & Associates (ISBN 1-56592-025-2) \$24.95. Contact O'Reilly & Associates at 103A Morris Street, Sebastopol CA 95472. 707-829-0515 or 800-998-9938 or send Internet email to order@ora.com.

O'Reilly & Associates publishes many books about Unix and the Internet, including Susan Estrada's "Connecting to the Internet" and Donnalyn Frey's "Internet: A Directory of Electronic Mail Addressing & Networks".

☛ O'Reilly & Associates has agreed to offer Shareware Solutions II subscribers a 10% discount on any of their books, but due to constraints of international book publishing, their offer is only valid for those who live in the United States. To take advantage of O'Reilly & Associates' generous offer, contact them and ask for the "user group discount" and make sure to identify yourself as a subscriber to Shareware Solutions II.

☛ In September, 1993, an excellent new magazine appeared. The premiere issue of "Internet World" is 80 pages in length, and a huge headline on the cover proclaims that inside

are "50 Internet Tips"; that headline is not an exaggeration. "Internet World" is an excellent resource guide that provides many interesting ads for Internet Service Providers and for books about the Internet, along with page upon page of informative articles. With a cover price of \$4.95 per issue, or available by subscription (\$24.95 for one year, \$37 for 2 years. \$18 extra per year for delivery outside the US), this new magazine is highly recommended. For more info, contact:

Meckler Corp.
11 Ferry Lane West
Westport, CT 06880
203-226-6967
meckler@jvnc.net

Online Resources

☛ The two best resources available online are Ed Krol's "The Hitchhikers Guide to the Internet" and Brendan P. Kehoe's "Zen and the Art of the Internet: A Beginner's Guide to the Internet". Use Archie, Gopher or WAIS to locate, or FTP into <ftp.uu.net> then `cd to doc/internet`.

☛ Reading the Apple II FAQ is essential. You can FTP into [cco.caltech.edu](ftp.cco.caltech.edu) and then `cd to pub/Apple2` to locate it.

☛ If you have HyperCardIIGS, you can download an excellent resource manual and overview

of the Internet by FTP to [cco.caltech.edu](ftp.cco.caltech.edu). Created by the National Science Foundation Network Service Center, and ported to the IIGS by Paul Schultz using HyperMover, The Internet Tour stack answers just about any question you could have about using the Internet and finding information on the Internet.

Internet Access

☛ For an up-to-date listing of all ProLine BBS sites, have your modem dial 619-670-5379. Once connected, look at the Information Desk area. Through a ProLine BBS, you can access the Usenet and send and receive Internet email.

☛ You can also obtain a current listing of all active ProLine BBS sites by sending email to server@pro-sol with the words "send proline/network.sites" included in the subject line. Of course, you'll already need to have Internet email access to get the listing via the Internet.

☛ Anyone who wants an up-to-date FutureNet site list can call The Atomic Playground BBS at 614-297-7031, or can direct an Internet email request to root@tap.colum.fnet.org to get that site list.

☛ Most other Public Access UNIX Systems and BBS's that provide some Internet access are listed in an electronic

publication named Nixpub. Use Archie, Gopher or WAIS to locate it, or send email to archive-server@cs.widener.edu with the words "send nixpub long" included in the subject line.

☛ Most Internet Service Providers are listed in an electronic publication named Pdial. Use Archie, Gopher or WAIS to locate it, or send email containing the phrase "Send PDIAL" to "info-deliver-server@netcom.com". To be put on a list to receive future editions of Pdial as they are published, send email containing the phrase "Subscribe PDIAL" to "info-deliver-server@netcom.com". To receive both the most recent and future editions, send both messages.

☛ If you are unable to get Pdial via Archie, Gopher, WAIS or email, call the InterNIC Information Services at 1-800-444-4345. If no one answers, leave a message requesting information about your local Internet Service Provider, and include your mailing address. In a week to ten days, you'll receive a package via the mail that includes the latest Pdial list of commercial Internet Service Providers.

Free Access Systems

These free Usenet and Internet Email BBS access numbers are recommended by subscribers of comp.sys.apple2:

214-492-6565	Dallas, TX
313-255-8927	Detroit, MI
313-761-3000	Ann Arbor, MI
313-996-4644	Ann Arbor, MI
403-454-6093	Edmonton, Can.
403-452-3254	Edmonton, Can.
403-454-1808	Edmonton, Can.
415-472-5527	San Rafael, CA

Free Nets

Cleveland Free Net	216-368-3888
Heartland Free Net (Peoria)	309-674-1100
Medina County Free Net	216-723-6732
Tri-State Online (Cincinnati)	513-579-1990
Youngstown Free Net	216-742-3072
Denver Free Net	303-270-4865
Ottawa Capital Free Net	613-780-3733
Victoria Free Net	604-595-2300

Free Public Access

Following is a listing of all Public Access Internet Systems that are available to the public free of charge, as listed in a recent edition of NixPub. Note that some sites may provide higher levels of access than others:

201-759-8450	Belleville, NJ
203-661-1279	Greenwich, CT
206-747-6397	Redmond, WA
212-420-0527	NYC, NY
212-675-7059	NYC, NY
214-436-3281	Dallas, TX
215-348-9727	Doylestown, PA
303-871-3324	Denver, CO
309-676-0409	Peoria, IL
313-623-6309	Clarkston, MI
401-455-0347	Esmond, RI
407-299-3661	Orlando, FL
408-245-7726	Sunnyvale, CA
408-423-4810	Santa Cruz, CA
408-458-2289	Santa Cruz, CA
408-739-1520	Sunnyvale, CA
410-661-2598	Baltimore, MD
414-321-9287	Milwaukee, WI

414-342-4847	Milwaukee, WI
416-249-5366	Etobicoke, Can.
502-231-5908	Louisville, KY
503-297-3211	Portland, OR
503-632-7891	Portland, OR
508-664-0149	N. Reading, MA
510-294-8591	Livermore, CA
510-530-9682	Oakland, CA
510-623-8652	Fremont, CA
512-346-2339	Austin, TX
514-435-8896	Blainville, Can.
516-586-4743	Deer Park, NY
517-487-3356	E. Lansing, MI
517-789-5175	Jackson, MI
518-237-2163	Troy, NY
602-293-3726	Tucson, AZ
602-991-5952	Scottsdale, AZ
603-448-5722	Lebanon, NH
606-233-2051	Lexington, KY
608-246-2701	Madison, WI
608-273-2657	Madison, WI
612-473-2295	Minneapolis, MN
613-724-9817	Ottawa, Canada
613-837-3029	Orleans, Canada
614-868-9980	Reynoldsburg, OH
615-288-3957	Kingsport, TN
616-457-1964	Jenison, MI
619-278-8267	San Diego, CA
619-453-1115	San Diego, CA
703-803-0391	Fairfax Sta., VA
708-425-8739	Oak Lawn, IL
708-833-8126	Villa Park, IL
708-879-8633	Batavia, IL
713-668-7176	Houston, TX
713-684-5900	Houston, TX
714-635-2863	Anaheim, CA
714-821-9671	Cypress, CA
716-634-6552	Buffalo, NY
801-566-6283	Salt Lake, UT
804-627-1828	Norfolk, VA
812-333-0450	Bloomington, IN
814-353-0566	Bellefonte, PA
818-793-9108	Pasadena, CA
904-456-2003	Pensacola, FL

International Free Access

+39-541-27135	Rimini, IT
+41-61-8115492	Kaiseraugst, CH
+44-734-34-00-55	Berkshire, UK
+49-30-694-61-82	Berlin, DE
+49-40-494867	Hamburg, DE
+49-69-308265	Frankfurt/Main, DE

+64-4-564-2314 Wellington, NZ

Major Apple II FTP Sites

Site Name	Directory
cco.caltech.edu	/pub/apple2
apple2.archive.umich.edu	
	/archive/apple2
f.ms.uky.edu	pub/appleII
grind.isca.uiowa.edu	/apple2
plains.nodak.edu	/pub/appleII
calvin.sfasu.edu	/pub/apple2
cs.bu.edu	/PC/APPLE
ftp.apple.com	/dts/aai
ftp.cc.utexas.edu	/gifstuff
ftp.hawaii.edu	/incoming/apple2
iskut.ucs.ubc.ca	/pub/apple
pindarus.cs.uiuc.edu	
	/ pub/appl2
slab.slip.uiuc.edu	/apple2
ucrmath.ucr.edu	/PC/apple2

General Interest FTP Sites

Site Name	Directory
ames.arc.nasa.gov	/pub/space
mrcnext.cso.uiuc.edu	
	/gutenberg/articles
ftp.uwp.edu	/pub/music
ftp.uu.net	/doc/internet
(contains Zen and Hitchhiker)	

Telnet Sites

Site Name	and Activities
archie.rutgers.edu	Login as archie to conduct searches.
nebbs.nersc.gov	National Educational BBS.
access.usack.ca	Login as hytelnet to search library catalogs.
fedix.fie.com	Login as Fedix for scholarship information.
valkyries.andrew.cmu.edu	

Play chess in real time.

spacelink.msfc.nasa.gov
NASA's BBS

info.cern.ch
Anything & everything you can possibly imagine!

freenet.victoria.bc.ca
Victoria FreeNet

gopher.uiuc.edu
Login as gopher for gopher searches

gcedunet.gac.peachnet.edu
Resources for educators

Shareware Solutions II Internet Resources

For those not already "on the net", Shareware Solutions II is making available an Internet Resource Disk that includes public access Internet providers as listed in both NixPub and Pdial, a listing of all ProLine and FutureNet Bulletin Board

Systems, the latest version of the Apple II FAQ file, Zen and The Art of The Internet and The Hitchhiker's Guide to the Internet. This disk is supplied on either 3.5" or 5.25" disks, and is available for \$5. Please state with your order which disk size you desire.

A second disk is also available, but is only for use by Apple IIGS owners who already own HyperCardIIGS and a hard disk drive. The Internet Tour stack provides an excellent overview of the Internet, and provides answers to just about any Internet related question. The Internet Tour Stack is almost 1 megabyte in size, so it is provided on this disk as a self extracting compressed archive. Just double click on the archive to copy the uncompressed HyperCard stack to your hard disk drive. Available only on 3.5" disk, The Internet Tour disk is available for \$5. 🍎

Shareware Solutions Ile/Iic/Iigs

Freeware Lost Classics

The quality of Apple II freeware and shareware has steadily improved over the years, reaching a point now where much of it is excellent. That wasn't always the case, and in the early years of Apple II computing, much of the public domain software that was available from user groups was often of very poor quality. Back in the late 1970's and early 1980's most people avoided using free software as it often didn't work properly or just wasn't very reliable.

Back in the days before the concept of shareware took hold, public domain and freeware software had a bad reputation and, for the most part, that reputation was deserved. In those early days, Apple II commercially available software was being released at a dizzying pace, so most people tended to ignore public domain and freeware software. Every once in a while, however, a real "diamond in the rough" appeared.

All of the following software titles can be considered to be

gems from an earlier era. They are all DOS 3.3 based, and will work on any Apple II computer that has 64K of RAM or more. All of the graphic based games use the single Hi Res mode of graphic display. If you run any of these programs on an accelerated Apple II, you're advised to slow your system down so that it runs at the standard IIe/IIc speed of 1Mhz. The following software is available only on 5.25" disk. The following disks are available from the Shareware Solutions II library for \$5 per disk, or 3 disks for \$10.

Bill Budge's Trilogy

About a year or so ago, I had the opportunity to meet one of the first Apple II programming mega superstars – Bill Budge. Noted primarily for creating Pinball Construction Set, a program that has aged incredibly well and is still available for sale today, Bill Budge generously agreed to re-release all of his earlier Apple II programming efforts as freeware.

At the time, I was acting as a representative for the Lost Classic Project, a project that was set up and coordinated by Tim Tobin, one of the Apple II staff members on the GENie information network. Leaving Budge's beautiful home high in the hills above Oakland, California, I was saddled down with boxes filled with disks containing source code for his early software projects. I ended up passing along all the disks to the Lost Classic coordinator, but not without copying some of them first. In short order, Tim Tobin was able to get Budge's incredible Raster Blaster game of pinball updated to operate

under ProDOS-8. Available now from all the online services, from user groups and from Shareware Solutions II (listed in Issue 1 as "Lost Classic Games") Raster Blaster has thrilled a whole new generation of Apple II users.

It was just about a year ago that Raster Blaster was re-released as freeware but since then, the Lost Classic Project has lost steam. There is a slew of programs that Budge has agreed to release as freeware that as yet haven't been re-released.

With just a little bit of effort, I was able to resurrect three Budge games, and there may be more on the way. Bill Budge's Trilogy includes Pinball, Night Driver and Space War.

Pinball has always held a fascination for Bill Budge, so it was only natural that his first attempt at programming resulted in a simple game of pinball. Although nowhere near as sophisticated as Raster Blaster, Budge's original game of Pinball shows glimpses of genius and points the way to future greatness. Even today, it's fun to play.

The second of the Trilogy titles is Night Driver, and it's a simple race car type of game. I imagine that Budge hadn't quite yet reached programming mastery, as most of the screen is black, and the race course boundaries are simple dots. Nonetheless, the action is fast and furious. Using a joystick to steer and the number keys to accelerate, the goal of Night Driver is to complete two laps around the track. Good luck.

The final entry is called Space

War. It's a simple game of trying to steer a space ship while avoiding being blasted into oblivion by your enemies by using your 8 shots to take out enemy spacecraft. When this game was first released, joysticks hadn't yet reached their current state of widespread use, and most Apple II's had paddles rather than joysticks. It's difficult to control your craft with a joystick, so this game might best be considered for its historical significance rather than for its playability.

When the disk containing the three games is started up from your 5.25" disk drive, a very cool animated menu appears, and you choose which game to play from that menu. A joystick or paddle is required.

Man-Eng: Master of Evil

In this Hi Res adventure game, written by the Chiang Brothers of California, you are recruited by a powerful wizard to save your kingdom from Man-Eng, a true master of evil. In this game, you'll have many exciting encounters in your quest to restore good to the kingdom.

Unlike classic text adventure games which this is closely related to, this game is graphics based and the graphics were created by "The Graphic's Magician". You enter commands in two word sequences, such as GO WEST or LOOK DOWN or TALK WIZARD. Whenever a new command is entered, the scenario changes and a new graphic is displayed.

Although there have been many commercial adventure games released over the years, Man-Eng is undoubtedly one of the best that has ever been released

into the public domain.

Wild and Wacky Adventures

This disk contains two very amusing Hi Res adventure games with science fiction themes. These are the type of game where the player enters two word commands to move the character about. Each command brings up a different Hi Res Graphic.

When Bowden's Adventure starts, the player is sitting at an Apple II computer. He picks up a newspaper and finds out that aliens have been sighted in the city. Will he go out alien hunting, or will he return to the computer? Will he fly on a UFO? Will he save mankind? Find out in Bowden's Adventure.

The Incredible Shrinking Man is another in a series of Hi Res adventure games from the freeware software authors, the Chiang Brothers. It starts when a student's science experiment goes slightly awry, and the student shrinks in size. The object of the game is to find an antidote. As the player wanders about, he will meet giant mice, and attempt such challenging tasks as opening doors. The graphics are very well done, the story line is amusing, and a sense of humor pervades.

Rescue Fido

Fido is an action filled shoot 'em up arcade game. Your faithful dog Fido has been mistaken by Police Guard robots as a deadly K-9 killer, and it's your job to try to rescue your pet and animal companion. In order to do so, you'll find yourself battling tanks, flying saucers, missiles, warriors, guards and even flying shoes.

This is a one or two player game that can be played by either joystick or keyboard. There are 3 levels to clear, but each level has 8 stages to it. As soon as you've successfully cleared a stage, you go on to the next. 24 levels in all. It's fast action, with quite a bit of humor.

New World

The year is 1495 and as the Monarch of Spain, you are eager to launch expeditions to The New World in search of new colonies to settle, and gold to add to the treasury.

New World is a Hi Res adventure for 1 to 3 players. A player represents the monarch of either Spain, France or England, the major seafaring nations of the day. The New World is divided up into 13 colonies; 8 in North America, 5 in South America. Your job is to purchase colonists, soldiers, ships and naval maneuvers and to launch expeditions to one of the 13 colonies. Once there, you'll search for gold. You won't always be successful, but to help you in your quest for fortune, you'll be able to transfer personnel from one colony to another.

The game, similar in nature to "The Seven Cities of Gold," allows you to save games in progress. All commands are entered from a menu, making it highly appropriate for use by youngsters.

Christmas Disk

'Tis the season, so why not spread holiday cheer using your Apple II computer? The two-sided Christmas Disk was the creation of The Midland Apple

Club and is best described as containing Christmas games, novelties and music.

On Side 1, the Santa Story is an animated rendition of the classic yuletide poem, "Twas The Night Before Christmas," displayed while "Joy To The World" plays. The Sounds of Apple contains six classical holiday musical selections. Merry Christmas is an animation of a Christmas tree. Christmas Serenade plays Christmas songs. Finally, Smurf Pinball is an exciting game of pinball that was created using Bill Budge's Pinball Construction Set.

Side 2 is devoted to The Christmas Video Jukebox. Containing 40 seasonal songs that are played over a background that looks like a Christmas card, songs can be played one at a time, sequentially, in scrambled order, or all of them can be played automatically, resulting in a virtually non-stop concert of Christmas and seasonal carols and songs.

Ordering Disks

When ordering disks from the Shareware Solutions II Library, please order by disk name and specify the disk size you want.

All prices include shipping and handling. Only checks or money orders, in US funds only, can be accepted for payment. Please make all checks payable to Joe Kohn.

All disks are guaranteed to be free from any computer virus or physical defect. Disks damaged in the mail will be replaced free of charge. 🍏

Shareware Solutions IIGS

HyperStudio: An Overview

Published by:

Roger Wagner Publishing, Inc.
1050 Pioneer Way, Suite P
El Cajon, CA 92020
1-619-442-0522

(Note: The retail price of HyperStudio is \$179.95, but it is available from mail order vendors for \$99.95.)

Try to imagine, if you can, an authoring system for the IIGS that is so easy to use that it can be mastered by English teachers, elementary school students and computer novices, yet so powerful that it can be used to create incredibly sophisticated interactive software programs containing any combination of text, graphics, scanned photographs, animations, digitized sounds, or even video images.

In years past, creating such computer software was the exclusive province of those who had studied and mastered a computer language such as Assembler or Pascal. That was, of course, before the introduction of HyperStudio, the ultimate IIGS hypermedia authoring program.

HyperStudio is one of several IIGS hypermedia programs – computer controlled multimedia – that gives non-programmers the power to create multiple choice quizzes, graphic based adventure games, history, geography and language lessons, visually oriented genealogy or personal possession databases, branching or twist-a-plot stories, tutorials or presentations. If you have a fertile imagination and some information to share, Hyper-

Studio will provide all the tools and resources necessary to create truly innovative software.

Hypermedia generated software is commonly referred to as, “stacks.” A stack is made up of a number of different computer screens called cards that can contain any combination of animated clipart or graphics, special sound effects, or scrollable text windows. Any card or object on screen can be linked to any other card, to any other stack, or can even trigger a videodisc player to display a video clip on the IIGS screen, or even run another program. Navigation through a stack is accomplished by having users – commonly referred to as browsers – click on navigational buttons.

What places HyperStudio in a class by itself is that all elements of stack design and creation is accomplished via pull-down and tear-off menus. Whether you want a card to contain scrollable text or to contain animated artwork, all you need do is click on the appropriate menu item and follow the simple on-screen prompts, and HyperStudio itself will generate the necessary programming code to accomplish whatever you desire. There’s nothing complicated about using HyperStudio, and its ease-of-use has turned many a 3rd grade student into a proficient software developer.

HyperStudio requires only a single 3.5" disk drive, and works with the standard IIGS containing 1.25 megabytes of RAM memory. It’s not copy-protected and is hard drive installable. The program comes on six 3.5" disks, and includes 250 colorful clipart graphic

images, 21 pre-recorded sound effects, a number of excellent and inspirational sample stacks, and a slotless sound digitizing card with microphone. The digitizing card and microphone allow HyperStudio stack designers to add their own voice, or to incorporate CD quality music into stacks.

HyperStudio documentation is supplied in 2 manuals – a reference manual and a tutorial manual – totaling nearly 300 pages of detailed written material. The manuals are filled with hints, tips and suggestions, and include a comprehensive step-by-step activity guide that covers all aspects of stack design. The sample stacks, some of which were created by elementary school students, contain an incredible array of examples and descriptions of many of HyperStudio’s most outstanding features. Included with the sample stacks are foreign language lessons, animation and graphic tutorials, a HyperStudio based literary “magazine,” and an amazing amount of high quality user submitted stacks.

HyperStudio is surely the single most important creativity tool that has ever been created for the IIGS. It’s bound to unleash creativity and excitement in the classroom, as it lets even small children use the IIGS as a tool to present information in ways that were simply unimaginable or impossible just a few short years ago. HyperStudio unburdens users from having to learn how to program a computer to get their ideas across. HyperStudio tames the IIGS, giving users all the tools needed to share ideas, concepts and information with other Apple IIGS users.

Features abound in HyperStudio. Among some of the many tools provided by HyperStudio is a built-in word processor and a built-in paint program. HyperStudio can import text directly from AppleWorks Classic, can import graphics created with paint programs, and can even import IIGS Finder Icons as clipart. HyperStudio supports two different types of animation: frame based and moving objects. Frame based animations can easily be created within HyperStudio or imported from PaintWorks Gold. Moving object animations are created by highlighting a clipart graphic image and moving it with the mouse. Navigation buttons can be any shape, even highly irregular shapes, and with the expanding button tool, any object on screen, even circles, can be made into a button. Buttons, and their actions, can be easily edited.

There are 26 different eye catching, stunning and dazzling special visual effects, or transitions, that can be displayed while moving between cards. Although HyperStudio works in the 640 Super Hi Res mode, 320 mode Super Hi Res graphics, and near photographic quality scans can be fully integrated into stacks. So can video images, if the IIGS is connected to a LaserDisc. If Apple's Video Overlay Card is installed, any still video image can be used as a button. Edmarks' Touch Window is fully supported, which makes a IIGS with HyperStudio an ideal system to use for informational kiosk displays. Auto-activated buttons even allow people with disabilities who use adaptive hardware input devices to create and/or browse Hyper-

Studio stacks.

Although HyperStudio contains a staggering amount of features, two of the more important ones are New Button Actions (NBA's) and SimpleScript. NBA's provide the ability to add features to buttons that are not already available from HyperStudio. NBA's will provide a way to expand HyperStudio's capabilities long into the future. Roger Wagner Inc has released a freeware Developer Disk, available from User Groups and online networks; that disk will allow 3rd party software developers to create additional NBA's that could, for example, play music created with the FTA's Noise-Tracker or display animated cartoons created with Broderbund's Fantavision.

SimpleScript is a complete programming language built right into HyperStudio that will allow stack designers to create special effects undreamed of before. Unlike any other programming language, all SimpleScript commands can be invoked from a pull down menu, and HyperStudio itself actually generates the programming code. With SimpleScript, it's now just as easy to create a pop up dialog box that displays any message you want as it is to create a multiple choice quiz with HyperStudio keeping score. You can now easily add math functions to stacks from SimpleScript, or ask a browser to input his or her name. There are over 80 SimpleScript commands, and each one adds increased functionality to HyperStudio.

A "run-time" program is also included which allows even those who don't own the full

HyperStudio package to browse stacks. This run-time program helps account for the hundreds and hundreds of HyperStudio freeware and shareware stack disks that are available from Apple II user groups and from the online networks.

HyperStudio Stacks

HyperStudio has taken the Apple IIGS by storm as it allows non-programmers to create sophisticated interactive software. With a fertile imagination and with some information to share with others, HyperStudio stack designers have been able to create an amazing array of stacks dealing with just about any subject area you could imagine. Following are descriptions and mini-reviews of some exceptional HyperStudio stacks.

Please note that the HyperStudio Run-Time program is included on disk with all of the following stacks, so you don't need to own HyperStudio to catch the hypermedia fever that these stacks are bound to generate. The only exceptions are the two stacks that are directed towards those who are using HyperStudio to design stacks (SoundSmith XCMD and Developer Disk).

The Castle

Sheldon Davids is a teacher who has developed an astonishing number of HyperStudio stacks for use with young children. With a series of 10 "Rocky Smith Reading Adventure" HyperStudio stacks available from him, he has released one of them - The Castle - as free-ware, in an effort to let other teachers know about his work.

The other stacks are commercial stacks (not freeware or shareware), yet he is more than willing to make them available to schools and non-profit user groups for a reasonable fee. If your students like The Castle, they are bound to like all of Mr Davids' HyperStudio stacks.

The Castle is an educational stack that is disguised as a game. The object is to reinforce reading skills and to teach a child to follow simple instructions and directions. Outwardly, it's the story of a knight who must rescue the beautiful Princess. The stack browser assumes the role of Rocky Smith, the knight, and must follow the directions that are presented on screen. Those directions are in the form of "click on the 3rd object from the left" or "click on the tree" or "click on the guard with the spear". If the child clicks on the wrong object, or otherwise fails to follow the directions explicitly, the "game" is over.

The graphics are all very well done and geared towards younger IIGS users. The Castle is an excellent addition to any elementary school computer coursework. The 2 disk set comprising The Castle is available from the Shareware Solutions disk library for \$7.

Graphic Collection

A number of months ago, I received a stack in the mail from Shinya Nagashima of Ithaca, New York, that quite literally contained some of the most beautiful, artistic and creative computer generated art work I'd ever seen. Mr Nagashima had asked for my suggestions, as he'd never

released any shareware before. He took some of that advice, and recently sent along an update – The Graphic Collection Volume 1.1 – for inclusion in the Shareware Solutions II disk library.

From the original version that I'd seen, The Graphic Collection stack has grown to 2 disks filled with stunning art work. Although the stack itself is merely a vehicle to display the art work, it is a wonder of beauty to behold. Included in the stack are dazzling examples of several different types of IIGS graphic formats, including 16 color 320 mode, 16 color 640 mode, and 256 color graphics. In all, there are nearly 50 works of modern art included in this stack.

Mr Nagashima apparently has a fascination with automobiles (as well as with his IIGS) as evidenced by the many graphics of cars. There are 18 graphics of production cars, as well as 7 conceptual cars. There are also many maps, including a very well done topographical map of the USA, and numerous historical maps, such as one of the Roman Empire. To round it all out, there's one very humorous graphic of what Mr Nagashima imagines the Finder will look like when IIGS System 8.0 is eventually released.

Mr Nagashima requests a \$10 shareware fee for The Graphic Collection. Upon payment of that fee directly to him, he will mail you a disk containing all the graphics in the stack, so that you could use his art work as a basis for your own HyperStudio stacks. The 2 disk set comprising The Graphic Collection is available from

Shareware Solutions II for a \$7 shipping and handling fee. You are still responsible for paying the shareware fee.

Formula 1 Grand Prix

Shinya Nagashima's second submission to the Shareware Solutions disk library contains one of the most informative stacks I've ever seen. Although I was completely unenlightened on the subject matter before, I now have an understanding of what comprises the "Grand Prix Circuit".

Grand Prix races are held in various nations around the world, and Formula 1 race teams travel the same circuit, racing through the streets of such cities as Monte Carlo, Phoenix, and Sao Paulo. Employing scanned photographs, carefully crafted maps and charts, and displaying results of the 1990 and 1991 Grand Prix Circuit, this is an excellent 2 disk example of how IIGS users can use HyperStudio to share information about their other passions and hobbies.

This stack is still under development, so might best be considered as a demo. Upon payment of the \$10 shareware fee directly to Mr Nagashima, he'll mail you a newer and more complete version. The 2 disk set comprising Formula 1 Grand Prix is available from Shareware Solutions II for a \$7 shipping and handling fee. You are still responsible for paying the shareware fee.

World's Largest Cities

Created in France by Robert Coustal, this HyperStudio freeware stack is part visual almanac and part geography

database. It includes world and regional maps, and provides a listing of every city in the world with a population of more than 1,000,000 people. It's artistically creative while being an educational stack that's appropriate for home or classroom use. World's Largest Cities is available from the Shareware Solutions disk library for \$5.

The User Group Stack

As the Vice President of the California based GravenStein Apple IIGS User Group, I recently agreed with the rest of the officers of the club that we should use HyperStudio to create a stack for club members that would include information about the club, a listing of all the members, and a complete listing of the club's software library.

The completed stack was largely the creation of club President Eric Emerson, and it was so well done, so informative, and so well received that we all agreed that Eric Emerson should remove some of the specific information that was only of value to our club members, and make the User Group Stack available as freeware to any Apple II User Group that could use it.

In many ways, The User Group stack is a HyperStudio "template" stack, all set up for you to start entering information about your user group. Customizing this stack so that it includes information about your Apple II User Group will be as much appreciated by your club members as the original stack was appreciated by members of GSAUG. To use this stack, you must already

own the full HyperStudio package. The User Group Stack is available from the Shareware Solutions disk library for \$5.

SoundSmith XCMD

Prior to the introduction of New Button Actions in HyperStudio v3.0, stack designers had to rely on External Commands (XCMD) to add special functions that were not included with HyperStudio. Although XCMD's were not as easy to use as New Button Actions, there was a wonderfully creative one that allowed SoundSmith songs to be played back from within any HyperStudio stack. A stack with a toe tapping sound track can really add to the multimedia impact and effectiveness of a good adventure game or add to the fun derived from an informative lesson.

HyperStudio v3.1 has the ability to use the older XCMD formats via the MiniScript New Button Action. It's so easy to use. You just create a new button that calls up the MiniScript NBA, type in the name of the song that you'd like to play, and then whenever a browser clicks on that button, he or she will hear the SoundSmith song.

For some very odd reason, the SoundSmith XCMD never seemed to be used very often, so there is a dearth of stacks that contain musical soundtracks. Shareware Solutions would like to see that changed, and is therefore making the SoundSmith XCMD disk available to subscribers. Including the XCMD, a special IIGS Tool, a half dozen SoundSmith Songs, and newly revised instructions, the SoundSmith XCMD disk is available from Shareware

Solutions II for \$5.

Developer Disk

This disk includes information, instructions, examples and source code (in Orca/M and Merlin 16+) that will allow Apple IIGS programmers to write their own HyperStudio add-ons, including screen transitions and New Button Actions. The HyperStudio Developer Disk is available from the Shareware Solutions disk library for \$5.

Demo Kit

The very best way to expose yourself to the multimedia experience of HyperStudio is to take Roger Wagner Publishing up on its amazing offer of a 10 disk demonstration set, available for only \$10.

The demo kit includes numerous HyperStudio stacks, clip art, digitized sounds, and a limited version of the HyperStudio program is included that will actually let you access or modify any of the stacks supplied with the demo. It will even allow you to create your own stacks; however, you will not be able to save your work to disk while using the demo version.

The 10 disk demo kit offers IIGS users an authentic way to experience HyperStudio by "trying before buying". The demo version of HyperStudio additionally allows you to run any of the freeware and shareware stacks described above.

The 10 disk demo version is available directly from the publisher of HyperStudio. For overseas delivery, please add an appropriate amount for the extra postage expense. 🍏



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